

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings of claims in the application:

Listing of Claims:

Claims 1-19 (canceled).

1 20. (New) A virtual card gaming system comprising:
2 a processing unit;
3 a plurality of player screens connected to the processing unit; and
4 a touch sensing unit associated with each player screen, wherein playing cards
5 displayed on the player screens are adapted for graphical manipulation in response to continuous
6 touch movements detected through the touch sensing units, the manipulation comprising a three-
7 dimensional representation so as to at least partially reveal the playing cards from a face down
8 representation.

1 21. (New) The system according to claim 20, wherein the processing unit
2 generates an imaginary elongated member for mapping a portion of the playing cards where the
3 continuous touch movements acted thereon, which member perpendicular to a direction of the
4 continuous touch movements.

1 22. (New) The system according to claim 21, wherein the imaginary
2 elongated member is an imaginary cylinder.

1 23. (New) The system as claimed in claim 20, wherein each player screen is
2 divided into a set of functional areas, and the processor processes touches detected through the
3 touch sensor units based on the functional area in which the touch was detected.

1 24. (New) The system as claimed in claim 23, wherein the set of functional
2 areas comprises a playing cards area.

1 25. (New) The system as claimed in claim 23, wherein the set of functional
2 areas comprises a chip holding area and a betting area.

1 26. (New) The system as claimed in claim 25, wherein the processor instructs
2 the removal of a chip from display in the chip holding area and display of the chip in the betting
3 area as a result of a single touch detected in the chip holding area through the touch sensor unit,
4 followed by a touch detected in the betting area.

1 27. (New) The system as claimed in claim 26, wherein the processor instructs
2 the removal of another chip of the same value from display in the chip holding area and display
3 of the chip in the betting area as a result of a subsequent single touch detected in the betting area.

1 28. (New) The system as claimed in claim 20, wherein the system further
2 comprises a dealer screen connected to the processor unit for displaying shuffling of a stack of
3 cards and dealing of cards to the player screens.

1 29. (New) The system as claimed in claim 28, wherein a touch sensor unit
2 associated with the dealer screen facilitates the dealer screen to function as a user interface to the
3 processor unit.

1 30. (New) The system as claimed in claim 20, wherein the system further
2 comprises a sound unit of providing an audio signal under the control of the processor unit, and
3 the processor unit is capable of manipulating the audio signal based on signals from the touch
4 sensor units.

1 31. (New) The system as claimed in claim 20, wherein the system further
2 comprises a payment unit, and the processor unit accounts transactions of each player.

1 32. (New) The system as claimed in claim 30, wherein the payment unit
2 comprises one or more of a group comprising an electronic funds transfer machine, a notes
3 reader and a secure cash box.

1 33. (New) The system as claimed in claim 20, wherein the system is operable
2 under an automatic mode without a human controller.

1 34. (New) The system as claimed in claim 20, wherein the system is operable
2 under a semi-automatic mode with a human controller.

1 35. (New) The system as claimed in claim 20, wherein the system is manually
2 controllable by a human controller.

1 36. (New) A computer readable storage medium having stored thereon code
2 means for instructing a computer to execute a method for conducting a virtual card game, the
3 method comprising displaying playing cards on a plurality of player screens each comprising a
4 touch sensor unit associated therewith, and graphically manipulating the displayed cards in
5 response to continuous touch movements detected through touch sensor units.

1 37. (New) A method of graphically manipulating playing cards displayed on
2 a touch screen in response to continuous touch movements detected through the touch screen, so
3 as to at least partially reveal the playing cars from a face down representation, the method
4 comprising:

5 generating an imaginary elongated member, the member being perpendicular to a
6 direction of the continuous touch movements; and

7 graphically mapping a portion of the playing cards, where the continuous touch
8 movements acted thereon, on the imaginary elongated member.

1 38. (New) The method according to claim 37, wherein the imaginary
2 elongated member is an imaginary cylinder.